

OATH OF THE HOME

Those that love their home with such great fervor that they will lay down their lives often take up the Oath of Home. During peace times they can be seen talking to friends and family, solving problems, soothing tempers, and keeping the community happy and healthy. But during moments of calamity or strife these paladins are always on the front lines carrying the heaviest burdens so that others can be safe.

OATH SPELLS

Level	Spells
3rd	Charm Person, Shield of Faith
5th	Calm Emotions, Hold Person
9th	Beacon of Hope, Glyph of Warding
13th	Mass Warding Bond ^{IOGL} , Feric Wardens ^{IOGL}
17th	Hallow, Mass Cure Wounds

TENETS OF HOME:

Paladins that take this oath swear to serve and protect their precious home with everything they have. Though each might express their devotion differently, they all hold the following tenets:

Care. People, buildings, and relationships all require attention and care.

Protect. Stand your ground and defend your home.

Heart. Buildings are nice but people and love make it Home.

Sacrifice. Do what others can not even when it costs everything.

CHANNEL DIVINITY OPTIONS

When you take this oath at 3rd level, you gain the two Channel Divinity options.

Kith & Kin. You may spend 10 minutes observing the space and people around you. You magically learn the physical, mental, and emotional well being of all creatures that you are familiar with within 1 mile. You also become aware of any creatures with a Charisma Score greater than 6 who were not present the last time you invoked this effect.

Stand & Defend You steel your resolve and commit yourself to the defense of your home. For the next minute whenever you take damage and have no temporary hit points remaining, you gain temporary hit points equal to your Proficiency Bonus.

AURA OF COMMUNITY

7th-level feature

You are a cornerstone of the community. When you make an Insight or Persuasion check involving a creature whose well being was revealed to you by your Kith & Kin Channel Divinity within the past 24 hours you may add 1d4 to the roll.



Additionally, while you are conscious, all creatures within 15 feet do not expend any movement while moving toward you and when a creature begins moving away from you, you may use your reaction to force it to make a Charisma Saving Throw, on a failure it can only willingly move toward you until the beginning of your next turn.

At 18th-level, increase the range of this aura to 30 feet.

DESPERATE OFFENSE

15th-level feature

At the beginning of your turn you may declare that you are making a Desperate Offense. If you do, until the beginning of your next turn, whenever you roll for damage you may reroll any 1s or 2s, using the new results even if it is a 1 or a 2 and any creatures that attacks you may do likewise.

CHAMPION OF THE REALM

20th-level feature

You may use a bonus action to ignite the love and commitment you have for your home, transforming you into an indefatigable champion. For the next 1 minute you gain the following benefits:

- Once per turn immediately after you are attacked you may make a melee attack against 1 creature within reach or move up to half your movement.
- Your weapon attacks score a critical hit on a 19 or 20

Once transformed this way you may not do so again until you have completed a long rest.